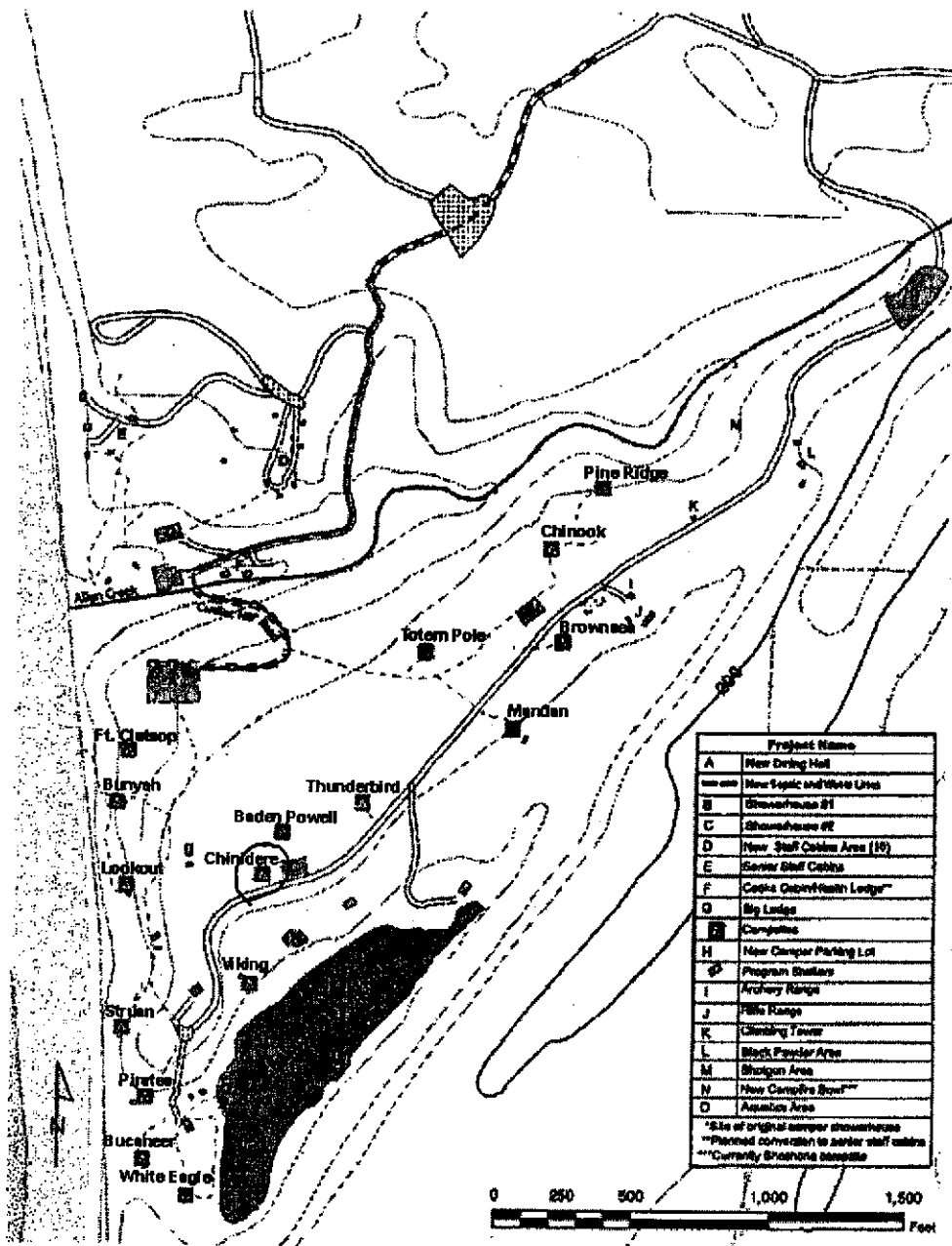




Project Name	
A	How Dining Hall
B	New Topic and Wave Line
C	Showhouse #1
D	Showhouse #2
E	New Staff Cabins Area (10)
F	Senior Staff Cabins
G	Cook's Cabin/Hearth Lodge
H	Big Lodge
I	Compass
J	How Campers Parking Lot
K	Program Shelters
L	Archery Range
M	Pile Range
N	Climbing Tower
O	Black Powder Area
P	Shooting Area
Q	New Campfire Bowl
R	Assembly Area

*Site of original senior showhouse
 **Planned conversion to senior staff cabins
 ***Currently Showhouse basement



Daily Camp Schedule

Sunday

12:00	Arrive at camp
12:30-5:00	Camp tour/orientations
3:00	Scoutmaster Roundtable @ little lodge
6:20	Evening flag
7:30	Chapel
8:15	Campfire- meet in meadow
10:00	Taps

- => Scoutmasters are encouraged to attend the Scoutmaster Roundtable to meet camp management and learn about camp programs.
- => Chapel will be held after dinner. Everyone is encouraged to attend this non-denominational, inspirational service.

Monday

7:50	Morning flag
8:00	Breakfast
9:00-12:00	Merit Badge sessions
12:30	Lunch
1:15	SPL meeting (located in the big lodge)
1:30	Safe Swim Defense & Safety Afloat @ little lodge
2:00-5:00	Open Program Areas & afternoon activities
5:50	Evening flag
6:00	Dinner
7:00-8:30	Staff lead Troop team building games in campsites
10:00	Taps

- => Leaders—Attend the Safe Swim Defense & Safety Afloat training to learn about year-round troop activities. Meet the Waterfront director at the little lodge at 1:30.
- => At 7:00 your campsite ranger will arrive to help lead your troop in team building games.

Tuesday

7:50	Morning flag
8:00	Breakfast
9:00-12:00	Merit Badge sessions
12:00	Pick up campsite lunch
12:30	Lunch in your campsite
1:15	SPL meeting
2:00	Scoutmaster Stake Break at The Black Powder, Range; Predator Prey, meet at Nature

2:00-5:00	Open Program Areas & afternoon activities
5:50	Evening flag
6:00	Dinner
7:00-8:30	Beach party
10:00	Taps

- => Scoutmasters try your skills against the staff at the Black Powder Stake Break today at 2:00.
- => Come play on the beach tonight at 7:00, we'll be playing beach games and other activities.
- => The Wilderness Survival merit badge class will be having their overnigher tonight, time and meeting place to be set during class.

Wednesday

7:50	Morning flag
8:00	Breakfast
9:00	Cape Hike
9:00-12:00	Merit Badge sessions
12:30	Lunch
1:15	SPL meeting
2:00-5:00	Open Program Areas & afternoon activities
4:00	Scoutmaster Chili Cook-off @ Campcraft
5:50	Evening flag
6:00	Dinner
6:45	Chapel
7:00-8:00	Evening activities
	Staff-Scoutmaster Shoot @ Rifle and Archery ranges
8:15	Inter-troop Campfire/Brotherhood tap out, meet in meadow
10:00	Taps

- => The Scoutmaster Chili Cook-off will give you an opportunity to display your chili making abilities. We'll provide the basic ingredients for chili. Bring your own secret ingredients.
- => There are two Staff vs. Scoutmaster events at 7:00, one at the rifle range and the other at the archery range, stop by and shoot for both.
- => Cape Hike! Hike out to the end of the cape and see views unlike any others in camp. Meet in the green room at 9:00 am to make your lunch and head out. The hike is 12 miles so sun experience is required, most of the time the hike is back by 4:00.

Thursday

7:50	Morning flag
8:00	Breakfast
9:00-12:00	Merit Badge Sessions
12:30	Lunch
1:15	SPL Meeting
2:00-5:00	Open Program Areas & Afternoon Activities
3:00	Pick up campsite meal kits at dining hall.
6:00	Dinner in your campsite.
7:00-8:30	Sand Castle/Sand Sculpture Contest
7:00	Climb on Safety Training at the Climbing Tower
10:00	Taps

- => Be down on the beach at 7:00 for the Sand castle/sand sculpture contest. Prizes will be awarded at the Friday night campfire.
- => Scouts participation in the Frontiersman Program will be enjoying the rendezvous with the Mountain Men of the Black Powder Range this evening.
- => Leaders—Attend the Climb on Safety training to learn about year-round troop climbing activities. Meet the Climbing director at 7:00 at the Climbing tower.

Friday

7:50	Morning Flag
8:00	Breakfast
9:00	Wells Cove Hike
9:00-12:00	Merit Badge Sessions
12:00	SPL Meeting
12:30	Lunch and Kilchis Voting
2:00-4:00	Amazing HulaBalo Race
4:00	Chief Kilchis Royal Cruise at the lake.
6:20	Evening Flag
6:30	Dinner
8:15	Campfire - Meet in the meadow.
10:00	Taps

- => The Wells Cove Hike is for older experienced Scouts and leaders who are looking for a challenge. On this hike you will go half way out the cape and down into Wells Cove. Meet in the green room at 9:00 to make lunch and head out. The hike is 10 miles part of which is very steep terrain. The time the hike returns by 4:00.
- => Patrols compete in the Amazing HulaBalo Race which starts in the meadow and ends at the Waterfront for the Chief Kilchis Royal Cruise.

Saturday

7:30	Ranger arrives in campsite/clean-up.
8:00	Area directors are in green room to answer questions.
8:30	Continental Breakfast in meadow.
9:15	Closing ceremonies, Awards and Closing flag.
9:45	Depart from camp, have another great 51 weeks of Scouting.

Camp Rules:

1. Stay out of the ocean. If your feet are wet you are in to far.
2. Stay off the sand stone bluffs that are on the West side of camp by Bunyan, Lookout, Struan, Pirates, and Buccaneer campsites. Prevent injury to yourself and stop the erosion that is occurring.
3. Wear shoes at all times. Protect your feet from the hazards of the trails.
4. Walk at all times. Prevent your self from tripping on the many roots and rocks in camp.
5. Walk only on marked trails, stay off areas that are not established trails.
6. Follow the Scout Oath and Law at all times.

General Information:

- Showers-** There is a Brand new Shower house with facilities for Scouts, and male and female Scoutmasters' facility is located next to Chinook campsite. There is a Scout Only shower house across from Nature, and the little lodge has two showers for Scoutmasters.
- Medical help-** The health lodge will be open one half hour after each meal to assist Scouts that have non-emergency medical needs (taking of medications, re-banding of cuts, etc). If it is an emergency check the health lodge, the business office or contact a staff member.
- Trading Post-** There are two trading posts at Camp Meriwether, one in the Big Lodge and one in the Little Lodge. Both are open during the morning and afternoon program times during the week, and in the evenings. The Big Lodge Trading Post will be open Saturday morning from 8:00 to 9:45.
- Flag-** Please arrive early! Flag ceremonies are held before breakfast and dinner. Morning flag is at 7:50 and evening flag is at 5:50 (6:20 on Sunday and Friday). If your patrol is signed up to perform the flag ceremony please be in the meadow 20 minutes before flag is scheduled (7:30 for morning flag, 5:30 or 5:50 for evening flag).
- Guests-** Guests are welcome at camp. Please check in at the business office so we have an accurate count of how many people are in camp. Also guest meals need to be paid for either in the Big Lodge Trading Post or the Business Office.

Afternoon Program Highlights

Archery	- Open Shoot	Mon-Thurs 2:00-5:00
Black Powder	- Open Shoot - Tomahawk Throwing - Candle Making - Blacksmithing	Mon-Thurs 2:00-5:00 Mon-Thurs 2:00-5:00 Mon-Thurs 2:00-5:00 TBA
Camp Craft	Paul Bunyan Award	Mon-Thurs 2:00-5:00
Climbing Tower	Open Climb (13.5 and up) Open Bouldering (all ages)	Mon-Thurs 2:00-4:00 Mon-Thurs 4:00-5:00
Nature	Edible Plants Marine Gardens Hike	Mon-Thurs 2:00-5:00 TBA depends on tides
Rifle range	Open Shoot	Mon-Thurs 2:00-5:00
Trail to 1st class	Rank Advancement	Mon-Thurs 2:00-5:00
Waterfront	- Open Swim - Open Boat	Mon-Thurs 3:00-5:00 Mon-Thurs 3:00-5:00

Evening Program Highlights

Sunday	Opening Campfire
Monday	Campsite Team Building Games
Tuesday	Beach Party And Ocean Swim Weather Permitting
Wednesday	Inter-Troop Campfire
Thursday	Sand Castle/Sand Sculpture Contest
Friday	Closing Campfire

Merit Badge Class Times

RANGES	9	10	11	2		BLACK POWDER	9	10	11	2
Archery	X	X	X			Indian Lore	X	X	X	
Rifle	X	X	X			Wilderness				
Shotgun	X	X	X			Survival	X	X	X	
WATERFRONT						HANDICRAFT				
Canoeing	X	X	X			Art	X			X
Lifesaving	X	X				Basketry			X	X
Rowing	X	X	X			Leatherwork	X	X		
Swimming	X	X	X							
Wile Swim				X		NATURE				
Snorkeling			X	X		Astronomy			X	
						Environmental Science	9-10:20, 10:30-11:50, 2-4:00			
CAMP CRAFT						Forestry	X			
Camping	X		X			Geology				
Cooking	X	X								
Emergency Preparedness	X	X				Mammals Study	X			
						Oceanography	X	X	X	
Orienteering			X			Soil & Water Conservation			X	
Pioneering	X	X								
Wood Carving		X	X							
						CLIMBING TOWER				
						Climbing	9-10:20, 10:30-11:50, 2-4:00			

Vi Et Consilio Award

Signatures

1. Assist Meriwether staff by providing leadership for a camp wide program (Hullabaloo Race, Inter-Troop Campfire, Flag, Dining Hall Steward, Dining Hall Song, Grace, Chapel, etc).
2. Assist Meriwether staff by providing leadership within a individual program area of camp. This is to be a minimum of 2 hours service and can be divided between different areas. Areas include: Waterfront Black Powder Camp Craft, Nature, Rifle, Archery, or Shotgun.
3. Help to teach a skill to a younger Scout in the TTFC area. Give back to the younger Scouts what was given to you by another (at least 1 hour of service).
4. Learn a historical fact about camp, and be able to tell others under Scoutmaster supervision about the rich history of camp (see Camp Commissioners, Program Director, or Chaplain).
5. Write a letter to the camp director explaining what you have learned from this experience and how you have earned the Vi Et Consilio Award.
6. Earn three merit badges, advance in rank, or earn another award at camp.

Honor Patrol

At Camp Meriwether the patrol method is stressed whenever possible. The use of the patrol method is what sets the BSA apart from any other youth organization. The patrol method encourages Scouts to work as a team to achieve a common goal.

Troop # _____

Patrol name: _____

Signatures

Required Activities:

1. Show Scout Spirit
2. Show Patrol Spirit
3. Give your patrol yell.
4. All patrol members must repeat the Scout oath and Law.
5. Each member must earn 1 rank advancement, 2 merit badges, the Frontiersman Award, or the Vi Et Consilio Award.
6. Do a patrol service/conservation project.
7. Compete as a patrol in the Amazing Hullabaloo Race.

Optional Activities (complete at least 4):

1. Each member must tie and explain 6 knots.
2. Participate as a patrol in the Wednesday Inter-Troop Campfire.
3. Attend a patrol outpost.
4. Participate in a camp or troop flag ceremony.
5. Compete in the Sand Castle/Sand Sculpture Contest.

Turn this form in by Friday to your Scoutmaster, Troop Commissioner or in the box in the business office. You will be recognized on Saturday morning for all your hard work.

Other Program Information

- ⇒ **Beach Clean-up**
Help preserve Oregon's beauty by cleaning up the beach. Meet at the flag pole at 2:00 on Wednesday.
- ⇒ **Frontiersman**
Learn how Mountain men of the Lewis & Clark era lived, including a Rendezvous Thursday evening. Sign up for this program at the Black Powder Range.
- ⇒ **Patrol Outposts**
Your SPL can sign you up for one at the SPL meetings.
- ⇒ **Ron Rohweder Conservation award**
Expand your knowledge and give back to the Nature program at camp. Talk to the Nature Director about this prestigious award.
- ⇒ **Marine Gardens hike**
Hike with the Nature Staff down the Marine Gardens at the base of the Cape to see amazing sea creatures. The hike leaves at 6:00 am from the flag pole, the day will be announced to allow for tides.
- ⇒ **Star Watching**
Learn the names of stars and constellations in the summer sky at star watching. Meet at the flagpole at 10:00 pm if the weather is clear.
- ⇒ **Climbing and Bouldering**
To climb you must be at least 13 years old by January 1st of this year. Signups for the merit badge class are after dinner on Sunday at the bench in the meadow. Class size is limited so be sure to sign up early. From 4:00-5:00 there is open Bouldering for Scouts of any age.

- ⇒ **B.S.A Lifeguard**
This is for the experienced aquatic person. You must have completed rowing, canoeing, first aid, swimming and lifesaving merit badges. CPR certification would help. If you are over 18 you must demonstrate proficiency in the skills listed to start this vigorous program. Sign up for this program after dinner on Sunday at the bench in the meadow.
- ⇒ **Snorkeling B.S.A.**
Learn basic snorkeling skills in Lake Chamberlain. Use a mask, fins, and a snorkel to explore the depths of our lake. This is a High Adventure activity for experienced Scouts.
- ⇒ **Swimming Instruction**
Basic swimming instruction is available from 3:00-5:00 Monday -Thursday at the Waterfront. Instruction is available for all skill levels.
- ⇒ **B.S.A. Mile Swim**
This award is for Scouts who are interested in personal fitness. Meet at the Waterfront everyday at 2:00. Daily workouts are required to build up to the mile swim on Friday.
- ⇒ **Blacksmith and Forge**
Come see our Blacksmithing at the Black Powder Range, see how metal items were formed in the time of Lewis and Clark.
- ⇒ **Paul Bunyan Axeman award**
This award is for more experienced Scouts who are willing to put their woodsman skills to the test. Talk to the Camp Craft Director for more information.
- ⇒ **Trail to 1st Class**
Meet at the big lodge between 2:00 and 5:00 to work on rank advancement.

The Hullabaloo Song

Our camp's a Hullabaloo, to it we will be true, love it you bet we do,
*(Chorus) I'm telling you, Boom, Boom, Boom. And in our memory,
dear to our hearts will be, Camp Meriwether sure to shine all of the time.

We are the Bunyan troop, And we will never stoop, To any other troop.*	We are the Pine Ridge Scouts, We love to sing and shout, We've got spirit there's no doubt.*	We are White Eagles Ugh! We are the happy lugs, We give your spirits a tug.*
We are the Lookout troop, We are the hiking troop, We lead the other troops.*	Meriwether Lewis was a fighting man, Cooked his grub in a frying pan, Shared it with the Clatsop clan.*	Hearty Viking troop are we, Searchers of the land and sea, Warriors bold we'll always be.*
We are the Struan bunch, And we have got a hunch, That we have lots of punch.*	We are the Chinook tribe, Fishers of the Oceanside, Pinto ponies we do ride.*	Baden Powell is our name, Father of our Scouting fame, We are mighty glad we came.*
We are the Pirates bold, Brave as the days of old, With victories untold.*	We are the Shoshone tribe, Sacajawea was our guide, Charbonneau was at her side.*	Brown Sea Island Scouts are we, High above the raging sea, Meriwether that's for me.*
Able Scouts from Buccaneer, We will never show our fear, So lets give a mighty cheer.*	We are the Thunderbird band, Ruggedest Scouts in all the land, Ready to lend a helping hand.*	Stately Totem Poles are we, Upright Scouts we'll always be, A better troop you'll never see.*
We're named after Chinedear, Obie watched it burn in Fear, That is why your camping here.*	We are the Mandan tribe, And we can tan your hide, So you better step aside.*	

Meriwether Anthem

There beside the bold Pacific
With her waves of blue,
Stands our own Camp Meriwether,
Glory be to you.
Cheer her fellows, cheer her onward,
Pride her name so dear,
Hail to thee, Camp Meriwether,
Sing her praises here.

Tenderfoot she taught and guided,
Eagle Scout her goal,
Mother of a Scouts new manhood,
Builder of his soul.
Pledge we ever Pledge we holy,
Always keep thy name
Honored after in life's struggle,
Craftsman of Man's fame.



Corps of Discovery

(Do One From Each Category):

Signatures

Outpost Trek

1. Attend the Cape or Wells Cove Hike.
2. Attend a patrol or troop overnighter.
3. Attend the Marine Gardens Hike.

Black Powder

1. Shoot a .50-caliber rifle.
2. Make a hand-dipped candle.
3. Learn how to throw and stick a tomahawk.

Camp Craft

1. Complete one of the orienteering courses.
2. Earn your Tote'n'Chip.
3. Tie and explain the uses for 10 knots.

Waterfront

1. Upgrade your swimming ability.
2. Explain the eight points of Safe Swim Defense.
3. Learn and show the Ring Toss Rescue Method.

Field Sports

1. Shoot 15 arrows at the Archery Range.
2. Shoot 25 or better at the Rifle Range.
3. Explain the three rules of rifle shooting.

Nature

1. Identify 5 edible plants.
2. Identify 5 constellations during star watching.
3. Attend the Marine Gardens Hike.

Do Each of the Following Activities: (Scoutmaster or Staff signature)

1. Repeat the Scout Oath and Law.
2. Participate in a conservation or service project.
3. Participate in a troop or camp-wide flag ceremony.
4. Show Scout spirit.

Turn this form in by Friday to your Scoutmaster, Troop Commissioner or in the box in the business office. You will be recognized on Saturday morning for all your hard work.